

Focus Occupation: **Gaming Change Persons and Booth Cashiers** (41-2012)

Focus occupation: Gaming Change Persons and Booth Cashiers	
Employment and Growth	82/ 0.0%
Ave. Monthly Wage	\$2,149
Education/Experience	High school diploma or equivalent

Transfer TO and FROM Focus Occupation				
Occupation	Rung	Employment/ Growth	Education/Experience	Similarity
Counter and Rental Clerks (41-2021)	0	1,391/ 5.1%	Any	75
Entertainment Attendants and Related Workers, All Other (39-3099)	0	93/ 13.4%	HS	75
Gaming Cage Workers (43-3041)	0	43/ 7.5%	HS	76
Gaming Service Workers, All Other (39-3019)	0	326/ 7.9%	HS	86
Slot Supervisors (39-1012)	0	n/a	HS/1-5 yrs	71

Advance TO Focus Occupation				
Occupation	Rung	Employment/ Growth	Education/Experience	Similarity
Gaming and Sports Book Writers and Runners (39-3012)	-1	496/ 6.7%	HS	81
Gaming Dealers (39-3011)	-1	249/ 11.7%	HS	70
Cashiers (41-2011)	-2	9,246/ 7.2%	Any	85

Important note: A worker does not necessarily have to traverse every rung to advance to or from the focus occupation. Occupations above and below the focus occupation are directly related to the focus occupation, but they are not necessarily directly related to each other. For example, actors and athletes are both related to agents of artists, performers, and athletes, but actors and athletes are not directly related to each other.

Analysis and development of the career lattice is by the Alaska Department of Labor and Workforce Development, Research and Analysis Section.

Data sources used for research and analysis: O*NET (Occupation Information Network), Alaska Occupational Data Base (ODB), Standard Occupational Classification Manual, North American Industry Classification System manual, Bureau of Labor Statistics Occupational Employer Survey (OES) wage estimates.